UK's OFFICIAL
SEGA
COMIC
STARRING
SONIC THE HEDGEHOG
SONIC
THE COMIC
SUN, SEA, SAND AND...
DON'T SAY A WORD!
STARFIGHTER 3000 AN
PANZER DRAGOON 2
REVIEWS
4 NEW STORIES
INCLUDING
KNUCKLES & TAILS!
SONIC 1 @ ZONE!
SEGA CHANNEL NEWS!
£1.20 • No 84
16 AUGUST 1996
SEGA Archive
FORTNIGHTLY

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

What better way to chill out on a hot summers day than with four cool new stories...

Fortunately, the heat hasn't slowed down Sonic as he's joined by Chaotix in a new adventure, Heroes and Villians. Later, a certain hedgehog suffers a touch of anoraknophobia in the fashionable Sonic's World story, New Image. Talking of style, Tails gets a new pair of trainers in Sneaker Seeker (but he'd better tread carefully!). Also, Knuckles embarks upon a new adventure in the Village of the Damned as he continues to drag that old chest of documents back to the Floating Island.

As promised, the time has arrived to join the 'Q' for crucial info, hints, tips and cheats galore on each and every Sonic game, especially for those Boomers who requested help getting through those niggly levels and zones. The Q Zone kicks off with some serious studying on Sonic 1!

How would you like to be able to tune into Sega for 24 hours of the day (bet your parent-humes wouldn't be too impressed!). Well, *STC* has the low-down on the much awaited Sega Channel in our special news feature! Also, check out the Saturn Reviews - Panzer Dragoon 2 and Starfighter 3000.

See you in two weeks time for another refreshing read!

Megadroid

NAME THAT ARTIST!

Back in *STC* 72, Boomers were given the chance to win a page of original, totally unique **Sonic artwork**. The catch being, you had to identify the artist.

The winning Boomer who correctly hit the nail on the head by naming **Mike Hadley**, is...

Selena Thomas,
Warminster, Wiltshire.

Congratulations to Selina who is a budding script writer!

• EDITOR: Deborah Tate
• ASSISTANT EDITOR: Audrey Wong
• DESIGNER: Gary Knight
• COVER ART: Carl Flint
• PRODUCTION: Sarah Colley
• CONSULTANT: Richard Burton

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SEGA COMPILED BY ChartTrack © ELSPA

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	●		BRIAN LARA CRICKET '96
2	●		TOY STORY
3	↑		FIFA SOCCER '96
4	↓		SONIC AND KNUCKLES
5	RE		TAZ-MANIA: ESCAPE FROM MARS
6	↑		MS PACMAN
7	RE		MEGA BOMBERMAN
8	↓		AUSTRALIAN RUGBY LEAGUE
9	↑		MICRO MACHINES 2
10	RE		SONIC THE HEDGEHOG 2

SATURN

1	●		EURO '96
2	●		STREET FIGHTER ALPHA
3	↑		VIRTUA COP
4	↓		PANZER DRAGOON 2
5	↑		SEGA RALLY
6	↓		FIFA SOCCER '96
7	↑		VIRTUA FIGHTER 2
8	↑		WIPEOUT
9	↓		X-MEN: CHILDREN OF THE ATOM
10	RE		DAYTONA USA

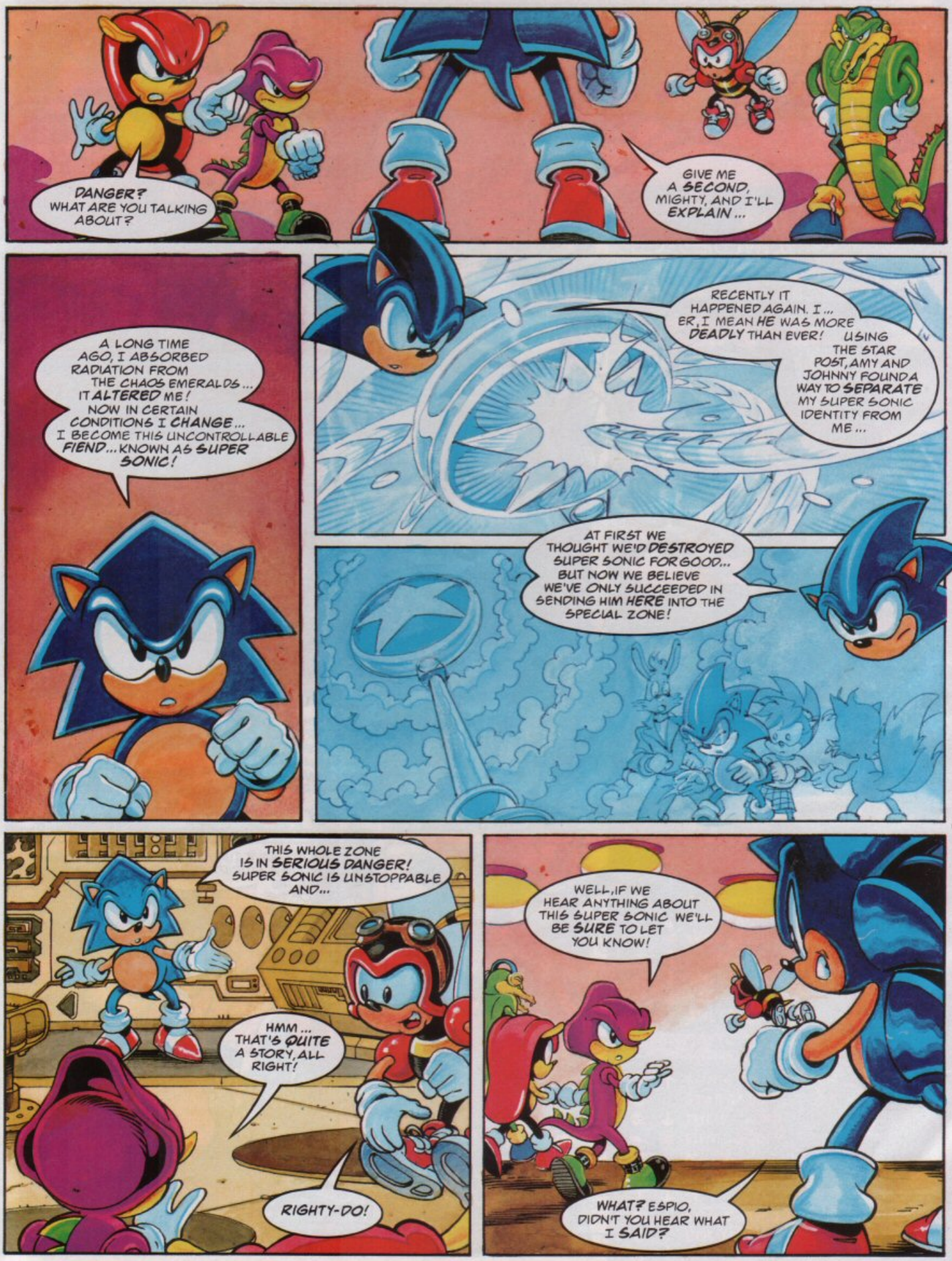
MEGA-CD

1	RE		REBEL ASSAULT
2	↑		BRUTAL: PAWS OF FURY
3	↓		SOULSTAR
4	↓		EARTHWORM JIM
5	↓		B.C. RACERS
6	●		WORLD CUP USA '94
7	↑		TOMCAT ALLEY
8	↓		SNATCHER
9	↓		ETERNAL CHAMPIONS
10	RE		THUNDERHAWK

GAME GEAR

1	↑		SONIC THE HEDGEHOG 2
2	RE		STAR TREK: GENERATIONS
3	↓		THE LION KING
4	●		FIFA SOCCER '96
5	RE		MICRO MACHINES 2
6	↓		SONIC CHAOS
7	↓		ECCO 2: THE TIDES OF TIME
8	↓		SONIC THE HEDGEHOG
9	RE		COLUMNS
10	↓		REN AND STIMPY

IN THE WEIRD ALTERNATIVE DIMENSION KNOWN AS THE SPECIAL ZONE, FLOATS THE HEADQUARTERS OF THE CHAOTIX CREW.
TODAY, CHAOTIX HAVE AN UNEXPECTED VISITOR.
FA-ZA-AA-M!
NEW STORY
SONIC THE HEDGEHOG
Heroes & Villains
Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE'VILLE
WATCH IT, GUYS ... I'M NOT USED TO TRAVELLING BY OMNI-VIEWER!
WHAT'S GOING ON, OMNI? SINCE WHEN DO YOU WORK FOR SONIC THE HEDGE-HOG?
LOOK VECTOR, ME AND SONIC GO BACK A LONG WAY. WHEN HE CALLED ME, I WAS ONLY TOO HAPPY TO HELP!
HEY, I DON'T HAVE TIME TO GET INVOLVED IN A STUPID ARGUMENT! NOT WHEN THE WHOLE OF THE SPECIAL ZONE IS IN DEADLY DANGER!


DANGER? WHAT ARE YOU TALKING ABOUT?
GIVE ME A SECOND, MIGHTY, AND I'LL EXPLAIN...
A LONG TIME AGO, I ABSORBED RADIATION FROM THE CHAOS EMERALDS... IT ALTERED ME! NOW IN CERTAIN CONDITIONS I CHANGE... I BECOME THIS UNCONTROLLABLE FIEND... KNOWN AS SUPER SONIC!
RECENTLY IT HAPPENED AGAIN. I... ER, I MEAN HE WAS MORE DEADLY THAN EVER! USING THE STAR POST, AMY AND JOHNNY FOUND A WAY TO SEPARATE MY SUPER SONIC IDENTITY FROM ME...
AT FIRST WE THOUGHT WE'D DESTROYED SUPER SONIC FOR GOOD... BUT NOW WE BELIEVE WE'VE ONLY SUCCEEDED IN SENDING HIM HERE INTO THE SPECIAL ZONE!
THIS WHOLE ZONE IS IN SERIOUS DANGER! SUPER SONIC IS UNSTOPPABLE AND...
HMM... THAT'S QUITE A STORY, ALL RIGHT!
RIGHTY-DO!
WELL, IF WE HEAR ANYTHING ABOUT THIS SUPER SONIC WE'LL BE SURE TO LET YOU KNOW!
WHAT? ESPIO, DIDN'T YOU HEAR WHAT I SAID?

DON'T YOU UNDERSTAND? SUPER SONIC COULD DESTROY EVERY-THING!
I THINK YOU'RE GETTING CARRIED AWAY, SONIC!
WE'RE THE CHAOTIX CREW! IF YOUR SUPER SONIC TURNS UP, WE CAN HANDLE HIM!
I ALWAYS THOUGHT YOU LOT WERE A LITTLE CRAZY BUT NOW I'M SURE OF IT!
LOOK, WE'RE KIND OF BUSY ACTUALLY...
OKAY OMNI, TAKE US DOWN TO NEW TEK CITY ON PLANET MERIDIAN!
PLANET MERIDIAN? YOU MEAN THERE'S MORE TO THE SPECIAL ZONE THAN THIS WEIRD REGION?
OH ABSO-DIDDLY-LUTELY...
THE SPECIAL ZONE IS AN ENTIRE UNIVERSE!
WE GOT SUNS, MOONS, PLANETS AND EVERYTHING!
GUESS YOU ONLY SEEN THE WEIRD BIT, HUH?

MEANWHILE ...
WHOKK!
YOU'RE GOING SOFT, BARON X ... THAT PUNCH HARDLY HURT ME AT ALL!
HAH! AND IF THAT'S THE BEST YOU CAN DO, CAPTAIN TORNADO, YOU AND YOUR TEAM MATES ARE AS GOOD AS FINISHED!
ZAKK!
OH NO, THE JUSTICE BRIGADE AND THE DISCRIMINATORS ARE LINING UP FOR A FINAL SHOW DOWN!
THIS TIME THEY'RE PLAYING FOR KEEPS!

WE'VE ARRIVED JUST IN TIME ... THE JUSTICE BRIGADE LOOK LIKE THEY COULD USE A LITTLE HELP!
DON'T THEY ALWAYS?
COME ON, SONIC, YOU CAN HELP US FIGHT FOR TRUTH, JUSTICE AND ALL STUFF LIKE THAT!
I'D LOVE TO, CHARMY...
BUT HOW DO I KNOW WHICH ONES I SHOULD BE HITTING?

WHOA ... TRYING TO SNEAK UP ON ME, EH?
HOLD IT, HOLD IT! I'M ONE OF THE GOOD GUYS!
OH, RIGHT...
WHAMM!
JUST KIDDING, ACTUALLY I'M ONE OF THE DISCRIMINATORS!
AGGHH!
B-DAM!
THEN LAUGH THIS OFF, YOU GEEK!
THIS IS STUPID... I DON'T EVEN KNOW WHAT THIS FIGHT IS ABOUT!

I HEARD THAT, SONIC. I'LL TELL YA WHY WE FIGHT...
WE'RE THE HEROES AN' THEY'RE THE VILLAINS... AND FIGHTING VILLAINS IS JUST WHAT US HEROES DO! SIMPLE, HUH?
YEAH, REAL SIMPLE!
HEY, HEADS UP, GUYS, IT'S THE COPS!
IT'S THE POLICE, RIGHT, SO WHY ARE WE RUNNING?
CHAOTIX HAVE A LITTLE MISUNDERSTANDING WITH THEM ... BUT WE'RE WORKING ON CLEARING OUR NAME!
HURRY, SONIC, WE'VE GOT TO GET OUT OF HERE!
I SUPPOSE...
HOLD IT THERE ... YOU'RE UNDER ARREST!
FRANKLY, I'M PAST CARING...
NEXT ISSUE: SONIC BEHIND BARS!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

PANZER DRAGOON 2

Reviewed by David Gibbon

SATURN

SATURN

GAME TYPE: 3D ACTION ADVENTURE
PLAYERS: 1
PUBLISHER: SEGA
PRICE: £44.99
RELEASE DATE: OUT NOW
AGE SUITABILITY: 11+

Panzer Dragoon was one of the fastest, biggest and best-selling games on the Saturn. It was a spectacular 3D adventure which saw the player flying around amazingly realistic worlds on the back of a laser-firing dragoon called Lagi.

In the sequel, **Panzer Dragoon 2**, the developers have included several additions which make this game an absolute must. For starters, there's the ability to complete each level by choosing different routes. The easier ones are worth less points, others are more difficult but with better rewards. You also get incredibly ferocious looking end of level bosses, tons of secrets and a new Dragon Evolution system. This sees your dragon start off as a small flightless hatchling, which evolves into a magnificent skydart. As you progress through the game and earn more points, the dragon automatically gets bigger and the laser becomes more powerful.

Panzer Dragoon 2 is something special. Everything is superb, from the way you can roam around worlds with 360 degree vision to the beautiful animation, not to mention the haunting, atmospheric, soundtrack and the perfected gameplay. If you want to see just how powerful your Saturn is, then this is the game to buy!

FINAL COUNTDOWN

RAVES
A stunning game.

GRAVES
Later levels could prove difficult for younger players.

GRAPHICS 95
SOUND 92
PLAYABILITY 92
OVERALL 93

STARFIGHTER 3000

Reviewed by David Gibbon

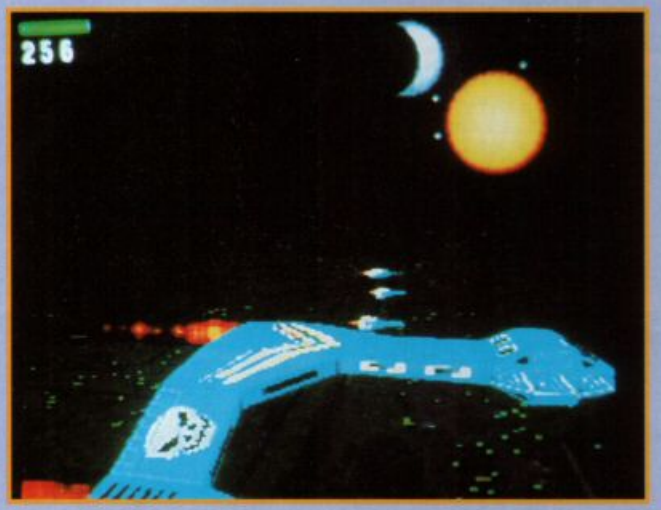
SATURN

SATURN

GAME TYPE: 3D SPACE SHOOT 'EM-UP
PLAYERS: 1

PUBLISHER: TELSTAR ELECTRONIC STUDIOS
PRICE: £39.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: 11+



The year is 3037, the setting is a planet called Federation, which after suffering centuries of warfare, is understandably not a pretty place. The basic plot is that the surviving leaders known as FedNet, decide to restore harmony and sign up an elite team of pilots to work for the FedNet Space Corp. As controller, you are asked to join them and fly a Predator Mark IV, which consists of the most advanced technology available.

Starfighter 3000 takes place across four different planets, each one featuring 15 missions with a different and varied objective. You start off as a Cadet whose aim is to progress to being a Commander, with your rank moving up each time a planet has peace restored.

The first few missions introduce you to basic flight controls, which allow you to practice destroying ground and air targets and working with your fighter squadrons. You must collect parachute drops and crystal combinations to enchance your weapons, shields and control.

The game is a near perfect, shoot 'em-up; featuring a massive set of 60 non-linear independent missions, each designed to offer an increasingly strategic challenge, it takes you back to the days

when gameplay was considered the most important factor.

What **StarFighter 3000** has more of than any other game of this type is pure addictive fun. It also has excellent 3D virtual reality-style graphics, as well as a rocking soundtrack. The game is similar to the Mega-CD mega-hit, *Thunderhawk*, but includes many more missions and options. This looks like becoming a big hit on the Saturn!

FINAL COUNTDOWN

RAVES

Addicitive and fun - requires thought as well as fighting technique!

GRAVES

Some missions may be difficult for younger players.

GRAPHICS 87

SOUND 84

PLAYABILITY 89

OVERALL 86

KNUCKLES
VILLAGE OF THE DAMNED
Part 1
Script: NIGEL KITCHING
Art: NIGEL DOBBYN
Lettering: ELITTA FELL
WHEN YOU'RE DRAGGING A HEAVY CHEST FULL OF ANCIENT DOCUMENTS, GETTING HOME CAN TAKE A LONG TIME...
OOH, THIS HAD BETTER BE WORTH ALL THE EFFORT!
IF I GET BACK AND FIND THESE PLANS AND DIAGRAMS ARE NO HELP GETTING THE FLOATING ISLAND'S SYSTEMS BACK ON LINE...
IT'S A PITY I HAD TO LET CAPTAIN CLAW GO FREE... BUT WITH DOCTOR ROBOTNIK BEING IN CHARGE OF THINGS, THERE'S NO ONE I CAN TRUST TO LOCK HIM UP!*
YAWN!
*SEE LAST ISSUE - Megadroid.
RATS! IT LOOKS LIKE ANOTHER NIGHT SPENT SLEEPING OUT IN THE OPEN!
HEY, WHAT'S THAT?

MOMENTS LATER...
I DON'T BELIEVE IT, I'VE STUMBLED ACROSS A VILLAGE!
THE GREEN MAN
THIS IS TOO GOOD TO BE TRUE! I'VE FOUND A TAVERN... AND IT LOOKS OPEN... EVEN AT THIS TIME OF NIGHT!
HELLO?
I, ER... WAS JUST PASSING AND...
I'M LOOKING FOR A ROOM FOR THE NIGHT!
BOY, TALK ABOUT A WARM WELCOME!

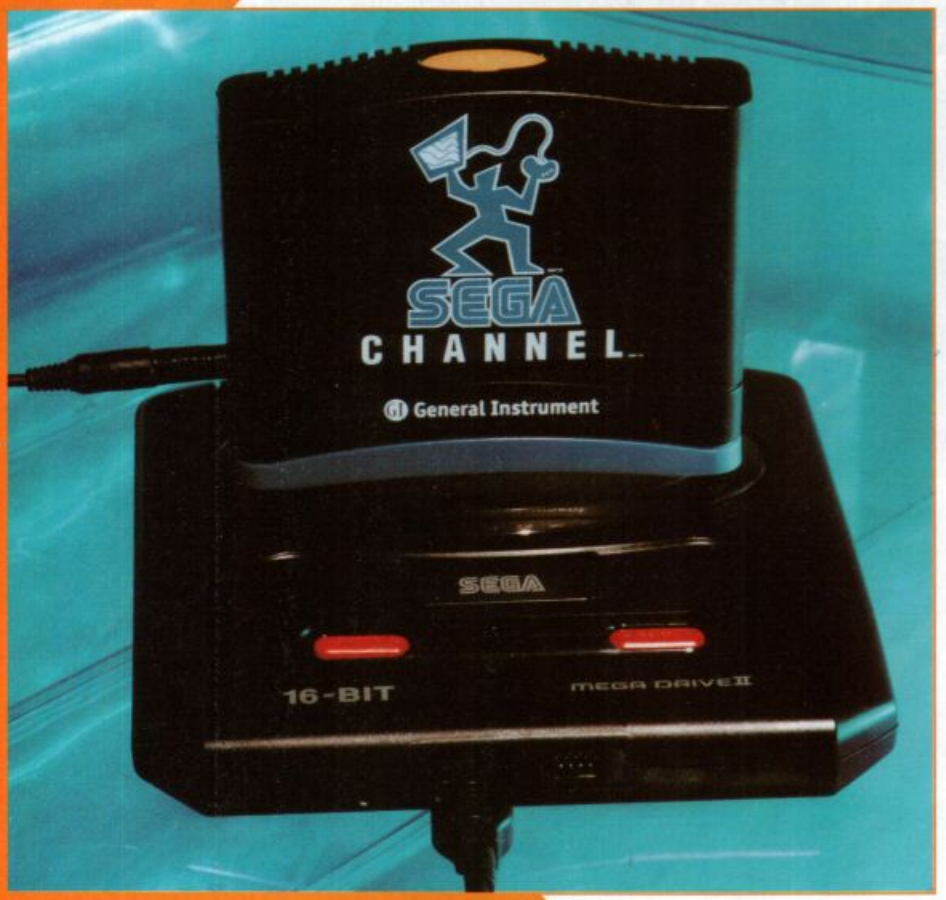
A ROOM? OF COURSE... I SAY, OF COURSE WE HAVE A ROOM FOR YOU MY LAD!
GREAT, I HAVEN'T HAD A DECENT NIGHT'S SLEEP IN DAYS!
SETH! MAURICE! TAKE OUR GUEST'S TRUNK TO MY BEST ROOM! MY BEST ROOM MIND YOU!
AYE, IF YOU SAY SO, LANDLORD!
YOU'LL TAKE A DRINK BEFORE YOU RETIRE? I KEEP THE BEST BREW IN THE COUNTY!
NO THANKS. ALL I NEED RIGHT NOW IS TO GET SOME SHUT-EYE.
COME WITH ME, LAD! MY ROOMS ARE THE MOST COMFORTABLE YOU'LL FIND ANYWHERE... YOU ASK ANYONE, THEY'LL TELL YOU!
YES... I'M SURE.
IT'S HIM. HE IS THE ONE.
IT'S HIM. HE IS THE ONE.

LATER THAT NIGHT.
OOOEEEEEEE!
YAAAA!
AN OWL! FOR A MOMENT THERE I COULD HAVE SWORN THAT WAS A SCREAM!
HEH...I'LL BE JUMPING AT MY OWN SHADOW NEXT!
EEEEEEEE!
TH...THAT'S NO OWL! WHAT'S GOING ON HERE?
THERE'S A LIGHT COMING FROM THE STREET...

NEXT ISSUE: THE SACRIFICE!

SEGA CHANNEL SM/TM

READY WILLING AND CABLE!



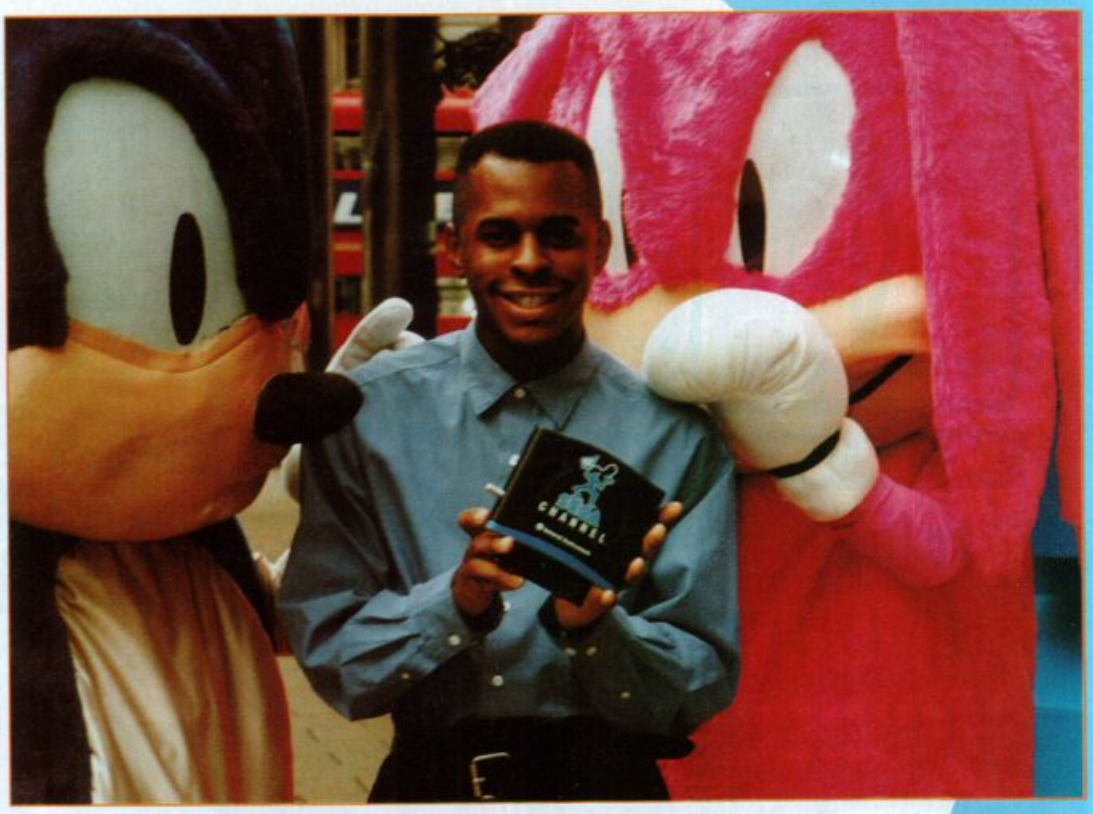
Back in *STC* 42, the first news snippets about the mega revolutionary interactive **Sega Channel** in the US was revealed. Following a UK launch in June, cable TV customers in the South East of England have been able to access 24 hour a day Sega activity.

Subscribers to the **Sega Channel** are supplied with a special adaptor which connects their incoming cable TV line to their own Mega Drive console.

Prices vary between local cable operators (the cost is around £10 each month). Customers are able to play Sega games, get the low-down on Sega news and competitions, as well as having access to game tips and cheats.

An on-screen menu allows you to select a choice of game types; Arcade (e.g. *Sonic & Knuckles*, *X-Men 2: The Clone Wars*), Sports Arena (e.g. *California Games*, *World Cup USA '94*), The Speedway (Outrun, Super Hang On), Family Room (e.g. *Ecco the Dolphin* and *Garfield*), and the Strategy Room (e.g. *Sonic Spinball*, *Story of Thor*). Games for each of these categories are updated on a monthly basis to

keep channel tuners on their toes!
An excellent option is the 'Test Drive' section which enables the sampling of new Sega games before they are released in the shops, which is obviously handy for helping you to decide which game to put on your list next.



If parent-humes are reading this, there's no need to worry about Boomers going square-eyed or skipping homework (as if!); a unique Parental Control security option allows you to select the most suitable games and regulate the amount of time spent game playing. Once the Parental Control option is activated with a PIN number, children are unable to download any game outside the parent-selected game rating. Of course, this means that when the youth of today are tucked up in bed, all adult humes will be tempted to take over and experience **Sega Channel** fun at its best!

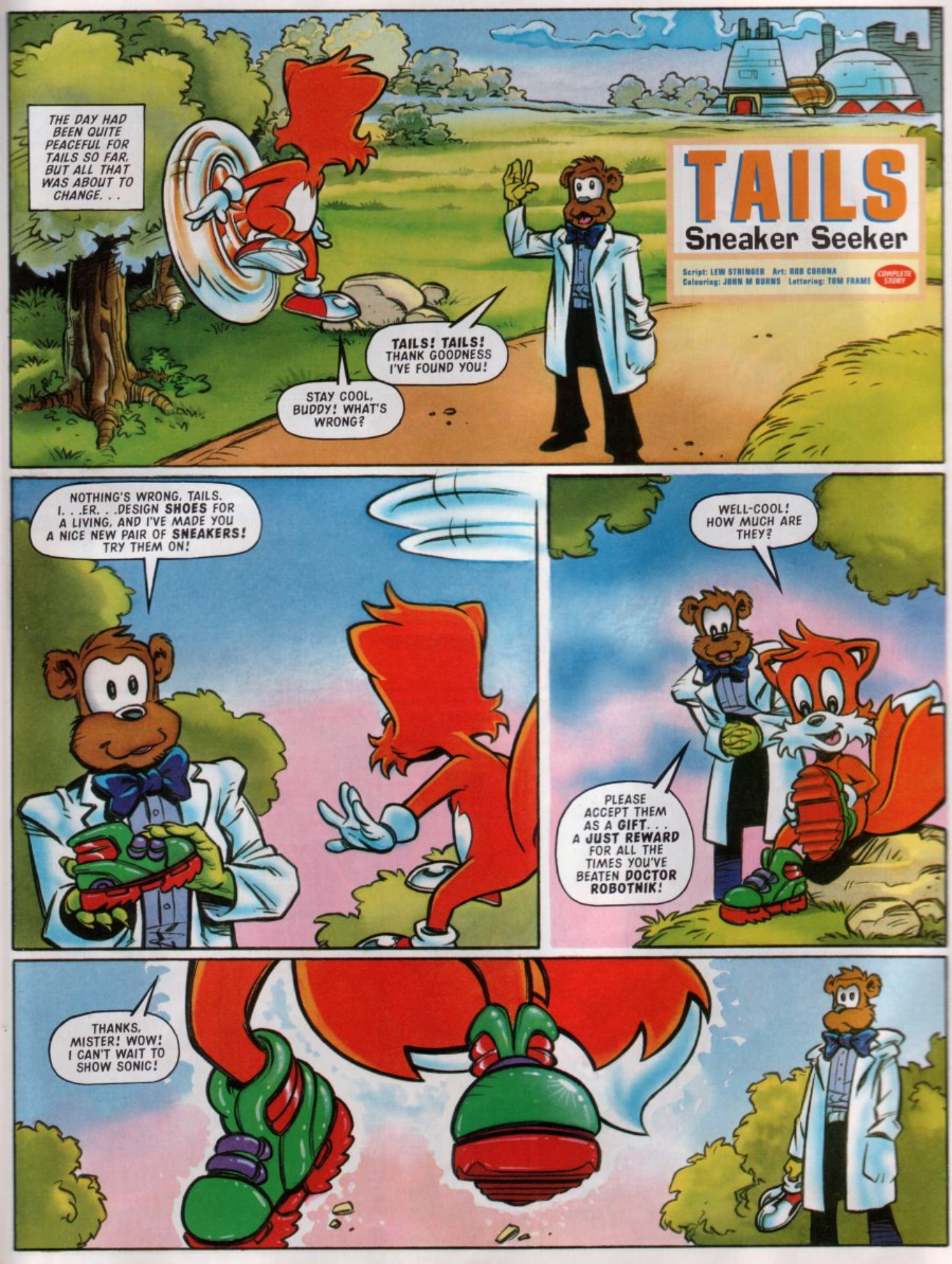
The **Sega Channel** is currently available via Telewest Communications in Essex and Kent.

Arrangements for the rest of the UK are currently at the negotiation stage. The **Sega Channel** will be available in the north east of England from 1 September, and the North West of England from 1 October.

For more information on the availability of the **Sega Channel** in your area, call the cable hotline on:- **0990 111 777**

Don't forget to get permission from a parent or the person who pays the bill before telephoning.

SEGA CHANNEL


THE DAY HAD BEEN QUITE PEACEFUL FOR TAILS SO FAR, BUT ALL THAT WAS ABOUT TO CHANGE. . .
TAILS! TAILS! THANK GOODNESS I'VE FOUND YOU!
STAY COOL, BUDDY! WHAT'S WRONG?
TAILS
Sneaker Seeker
Script: LEW STRINGER Art: ROB CORONA
Colouring: JOHN M BURNS Lettering: TOM FRAME
COMPLETE STORY
NOTHING'S WRONG, TAILS. I. . .ER. . .DESIGN SHOES FOR A LIVING, AND I'VE MADE YOU A NICE NEW PAIR OF SNEAKERS! TRY THEM ON!
WELL-COOL! HOW MUCH ARE THEY?
PLEASE ACCEPT THEM AS A GIFT. . . A JUST REWARD FOR ALL THE TIMES YOU'VE BEATEN DOCTOR ROBOTNIK!
THANKS, MISTER! WOW! I CAN'T WAIT TO SHOW SONIC!

WITH TAILS OUT OF SIGHT, THE TRUE IDENTITY OF THE "SNEAKER DESIGNER" IS REVEALED... ROBOTNIK'S TOP SCIENTIST, GRIMER!
HEH, HEH, HEH! THOSE SNEAKERS ARE MORE ATTRACTIVE THAN YOU THINK, FURRY FOOL!
WOW! TOP TRAINERS, TAILS!
THEY LOOK EVEN COOLER THAN SONIC'S!
WELL... I DON'T LIKE TO BRAG, BUT YOU MAY BE RIGHT!
SONIC WILL HAVE SNEAKER-ENVY WHEN HE SEES THESE! EVERYONE SEES ME IN A DIFFERENT LIGHT NOW.
SIGH! TAILS LOOKS SUCH A HUNK IN THAT FUNKY FOOTWEAR!
AAGHH! RUN FOR COVER!
EEEK! WE'RE DOOMED!
ER...DID I FORGET MY ANTI-ODOUR INSOLES OR SOMETHING?
THEY SEEM TO BE RUNNING AWAY FROM SOMETHING BEHIND M-ULP!

GOTTA FIND SOMETHING TO CHANGE THE COURSE OF THAT MISSILE... BUT WHAT?
HEY! THE MISSILE CHANGED COURSE ANYWAY! THE TOWN IS SAFE!
BUT I'M NOT! THAT THING'S TAILING ME!
I CAN'T SHAKE IT OFF! IT'S COPYING MY EVERY MOVE!
IT MUST BE HOMING IN ON ME.. BUT HOW?
IT MUST BE THE SNEAKERS! THAT CREEP WHO GAVE ME THEM MUST HAVE HIDDEN AN ELECTRONIC HOMING DEVICE INSIDE!

YIKE! TOO CLOSE FOR COMFORT! I'VE GOTTA DUMP THESE SNEAKERS-- FAST!
FFWOOSHH!
MEANWHILE. . .
HEH, HEH, HEH! TAILS IS GETTING TIRED AND SLOWING DOWN! NOW ALL I NEED TO DO IS INCREASE THE SPEED OF THE MISSILE AND IT'S ONE LESS OUTLAW TO WORRY ABOUT!
GULP! I WAS GOING TO DROP THE SNEAKERS IN THE SEA, TO AVOID ENDANGERING LIFE ON LAND, BUT THERE'S LIFE OUT HERE TOO!
ONLY ONE THING TO DO!
EH? THIS CAN'T BE RIGHT! THE MISSILE IS HEADING TOWARDS ME!

LATER. . .
HUH! TAILS IS WEARING HIS OLD SNEAKERS AGAIN!
HMPH! I KNEW HE WASN'T TRENDY REALLY!
I'D RATHER DRESS FOR COMFORT! FASHION TO DIE FOR JUST ISN'T WORTH IT!
23
THE END

NEXT ISSUE: TROOPER TROUBLE!

Q ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

SONIC THE HEDGEHOG 1 REVISITED!

STC's post-bags are spilling over with requests for cheats on classic Sonic games. Apologies to those of you who are already in the know, but for those Boomers who require help, the waiting is over thanks to David Gibbon and Chris Jones...

The following codes and cheats listed are guaranteed to be accurate. There's often a knack involved in getting them to work and Sega have assured *STC* that timing is important in that they need to be entered at a certain pace. They may not work straight off, but you'll get the hang of entering them in the right way.

MD MEGA DRIVE

LEVEL SELECT

On the title screen (when Sonic is waving his finger back and forth), move the control pad **UP**, **DOWN**, **LEFT**, **RIGHT**, then you will hear a chime. Hold down **BUTTON A** and press **START** to go to the level select screen.

DEBUG MODE

Again on the title screen, move the control pad **UP + BUTTON C**, **DOWN + BUTTON C**, **LEFT + BUTTON C**, **RIGHT + BUTTON C**. If done correctly, you'll hear the sound of Sonic picking up a ring. Hold down **BUTTONS A + C** and press **START**. Continue to hold **A + C** until the game starts. If this code has worked, the score on the top left of the screen will be garbled numbers. Once you have done it correctly, **BUTTON A** changes Sonic into different sprites, **BUTTON C** places sprites where you want them, and **BUTTON B** changes you back into Sonic.

CODES

Each ring worth over 25,000 rings	SCRAB9XO
High Jump	DDLTAAGL
Mega Jump	BDLTAAGL
Keep running shoes to end of a level	AEOTCABY
Some crabs go off their rockers	NCLTBYE6
Some crabs disappear altogether	NCLTB9E6

Defeat Doctor Robotnik in the Final Zone...

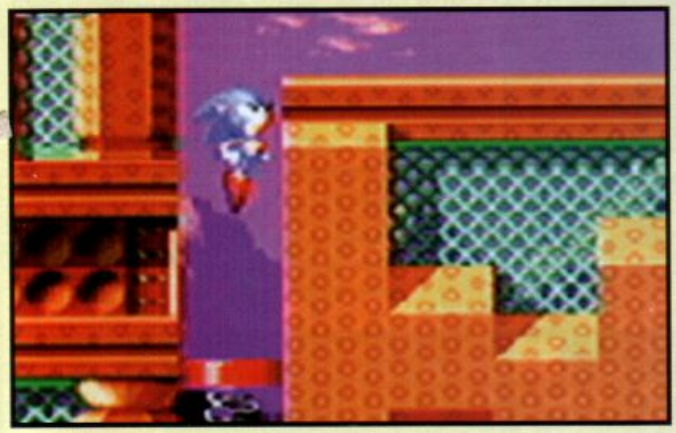
Start by running to the right-hand side of the screen and wait. As soon as the electric pulses fall to the ground, Robotnik will come up in his machine. Jump onto him and land again to your left and anticipate where the electric pulses will fall. Run when you see a gap and stay there until they have gone, then immediately jump right. Again, jump onto Robotnik and keep repeating this procedure to defeat him.

MS MASTER SYSTEM

To locate the Chaos Emeralds...

JUNGLE ZONE - ACT 1

To reach it, go right until you come to a moving log across a waterfall. Jump onto the log, then fall down. When you've almost reached the bottom, go left onto a small green platform. Fall from this onto a rotating log in the river - keep the D-pad pressed left and you won't fall off! You'll eventually come to the emerald.



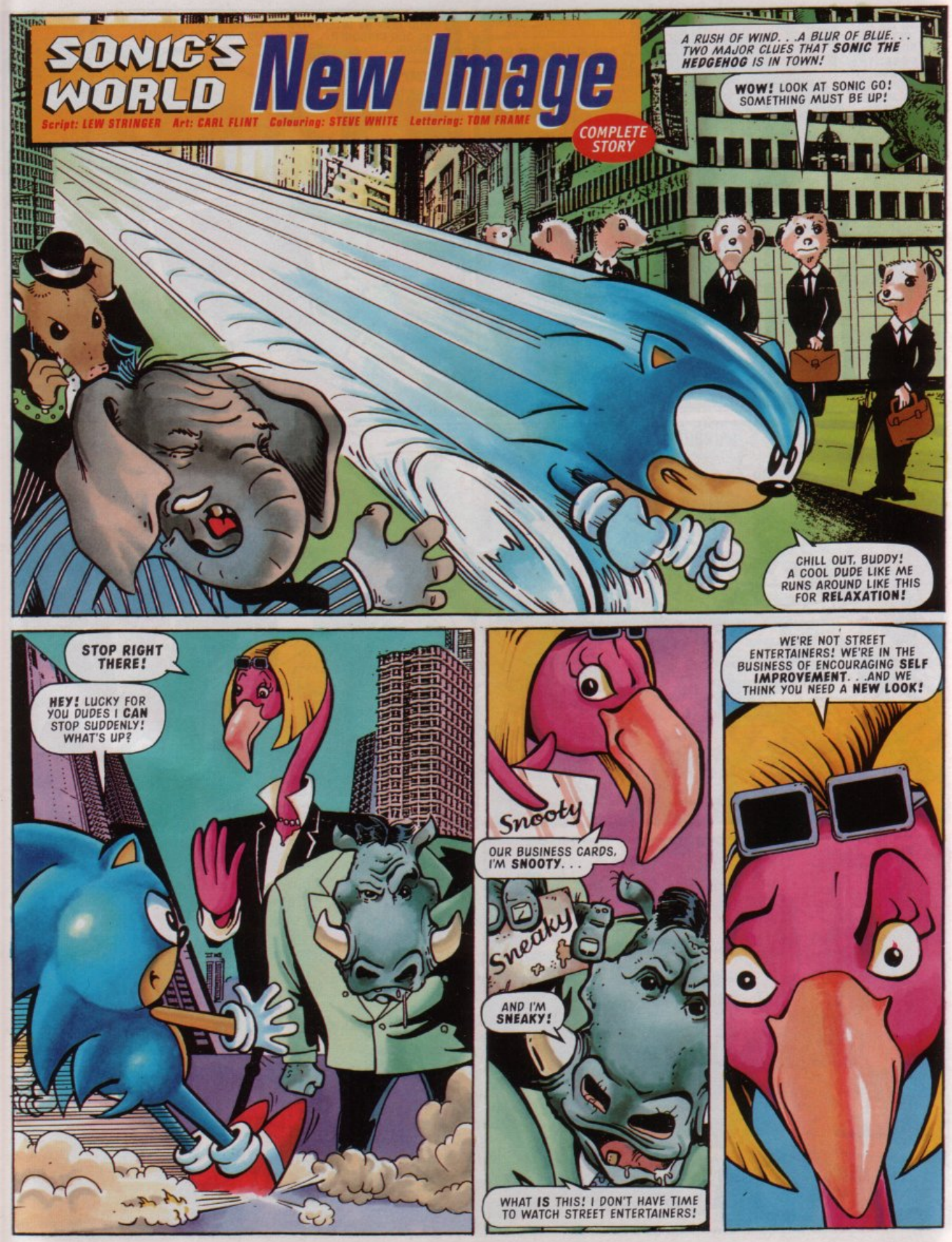
SCRAP BRAIN ZONE - ACT 2

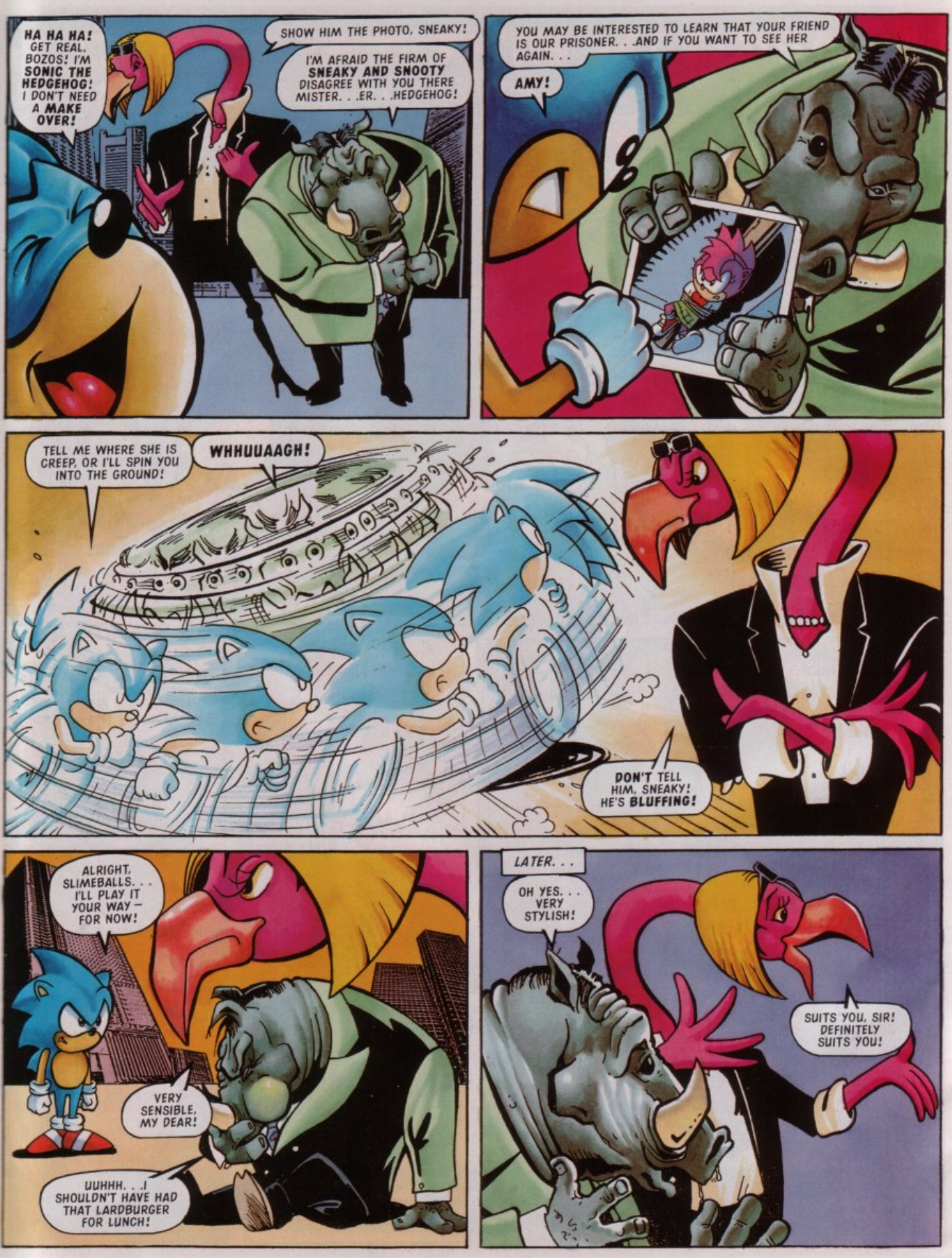
Head down until you see a gap. Jump across, get into the teleporter, head left, drop off a slope and go right, stand on the button to close the door behind you, drop through the next room to the floor, walk right to a teleporter and when you reappear you'll see the emerald!

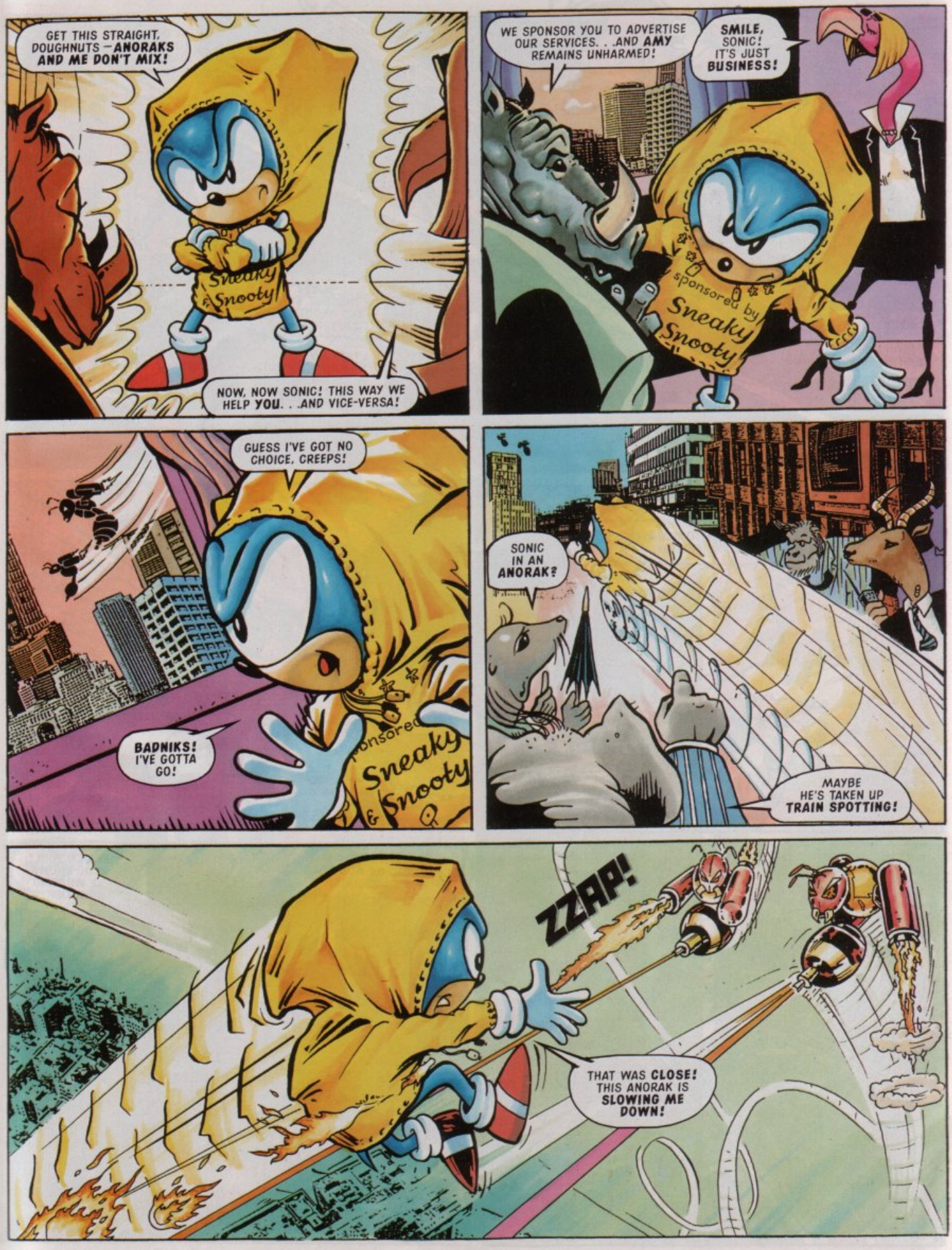
SKY BASE ZONE - ACT 2

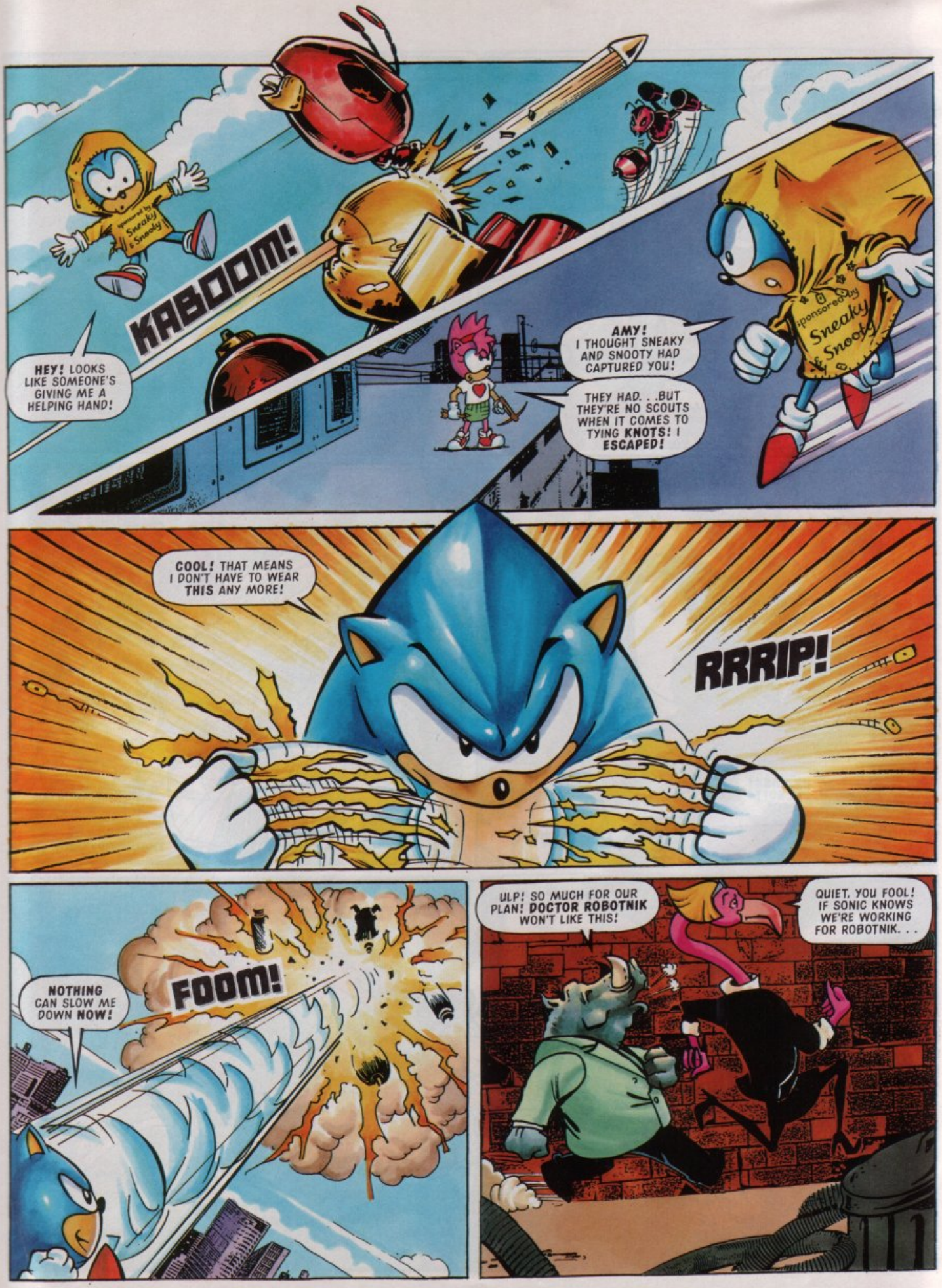
Jump down onto a hoverboard and continue right across more hoverboards until you reach a blue ship. Jump left onto the hoverboard and left again onto a platform to pick up the emerald.

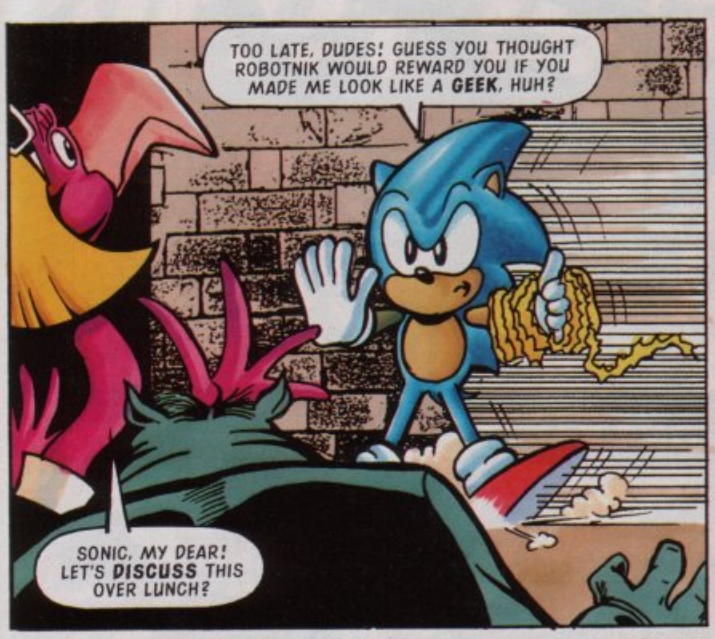
NEXT ISSUE: **SONIC 1 Q & A**

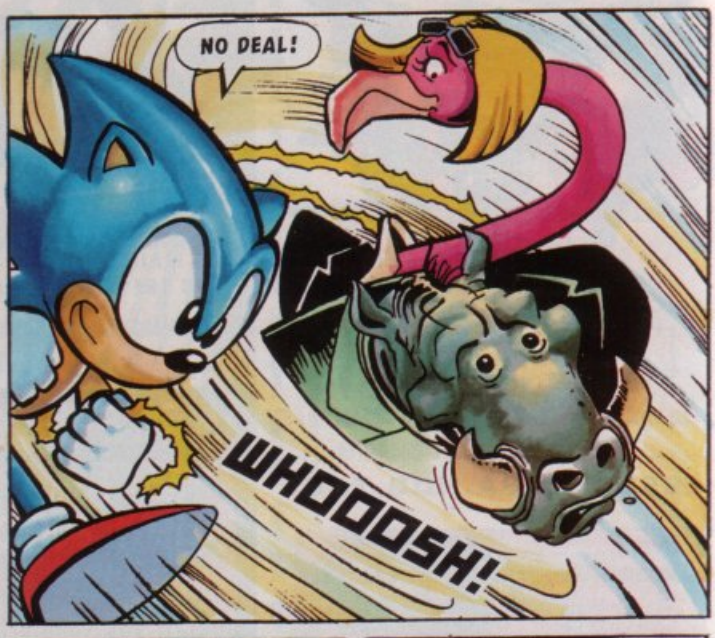

SONIC'S WORLD
New Image
Script: LEW STRINGER Art: CARL FLINT Colouring: STEVE WHITE Lettering: TOM FRAME
COMPLETE STORY
A RUSH OF WIND. . .A BLUR OF BLUE. . . TWO MAJOR CLUES THAT SONIC THE HEDGEHOG IS IN TOWN!
WOW! LOOK AT SONIC GO! SOMETHING MUST BE UP!
CHILL OUT, BUDDY! A COOL DUDE LIKE ME RUNS AROUND LIKE THIS FOR RELAXATION!
STOP RIGHT THERE!
HEY! LUCKY FOR YOU DUDES I CAN STOP SUDDENLY! WHAT'S UP?
Snooty
OUR BUSINESS CARDS, I'M SNOOTY. . .
Sneaky
AND I'M SNEAKY!
WHAT IS THIS! I DON'T HAVE TIME TO WATCH STREET ENTERTAINERS!
WE'RE NOT STREET ENTERTAINERS! WE'RE IN THE BUSINESS OF ENCOURAGING SELF IMPROVEMENT. . .AND WE THINK YOU NEED A NEW LOOK!


HA HA HA! GET REAL, BOZOS! I'M SONIC THE HEDGEHOG! I DON'T NEED A MAKE OVER!
SHOW HIM THE PHOTO, SNEAKY!
I'M AFRAID THE FIRM OF SNEAKY AND SNOOTY DISAGREE WITH YOU THERE MISTER. . .ER. . .HEDGEHOG!
YOU MAY BE INTERESTED TO LEARN THAT YOUR FRIEND IS OUR PRISONER. . .AND IF YOU WANT TO SEE HER AGAIN. . .
AMY!
TELL ME WHERE SHE IS CREEP, OR I'LL SPIN YOU INTO THE GROUND!
WHHUUAAGH!
DON'T TELL HIM, SNEAKY! HE'S BLUFFING!
ALRIGHT, SLIMEBALLS. . . I'LL PLAY IT YOUR WAY — FOR NOW!
VERY SENSIBLE, MY DEAR!
UUHHH. . .I SHOULDN'T HAVE HAD THAT LARDBURGER FOR LUNCH!
LATER. . .
OH YES. . . VERY STYLISH!
SUITS YOU, SIR! DEFINITELY SUITS YOU!


GET THIS STRAIGHT, DOUGHNUTS — ANORAKS AND ME DON'T MIX!
Sneaky & Snooty
NOW, NOW SONIC! THIS WAY WE HELP YOU. . .AND VICE-VERSA!
WE SPONSOR YOU TO ADVERTISE OUR SERVICES. . .AND AMY REMAINS UNHARMED!
SMILE, SONIC! IT'S JUST BUSINESS!
sponsored by Sneaky Snooty
GUESS I'VE GOT NO CHOICE, CREEPS!
BADNIKS! I'VE GOTTA GO!
Sneaky & Snooty
SONIC IN AN ANORAK?
MAYBE HE'S TAKEN UP TRAIN SPOTTING!
ZZAP!
THAT WAS CLOSE! THIS ANORAK IS SLOWING ME DOWN!


KABOOM!
HEY! LOOKS LIKE SOMEONE'S GIVING ME A HELPING HAND!
AMY! I THOUGHT SNEAKY AND SNOOTY HAD CAPTURED YOU!
THEY HAD. . .BUT THEY'RE NO SCOUTS WHEN IT COMES TO TYING KNOTS! I ESCAPED!
sponsored by Sneaky & Snooty
COOL! THAT MEANS I DON'T HAVE TO WEAR THIS ANY MORE!
RRRIP!
NOTHING CAN SLOW ME DOWN NOW!
FOOM!
ULP! SO MUCH FOR OUR PLAN! DOCTOR ROBOTNIK WON'T LIKE THIS!
QUIET, YOU FOOL! IF SONIC KNOWS WE'RE WORKING FOR ROBOTNIK. . .


TOO LATE, DUDES! GUESS YOU THOUGHT ROBOTNIK WOULD REWARD YOU IF YOU MADE ME LOOK LIKE A GEEK, HUH?
SONIC, MY DEAR! LET'S DISCUSS THIS OVER LUNCH?



ELSEWHERE. . .
I'M FLATTERED, SONIC! YOU ALLOWED THOSE GOONS TO MAKE YOU LOOK LIKE A NERD ON MY ACCOUNT?
HEY, DON'T MAKE A BIG ISSUE OF IT! MAYBE I WAS MAKING A FASHION STATEMENT!
COUGH . . .AND WHAT "FASHION STATEMENT" WAS THAT THEN?

NEXT ISSUE: SCREAM THEME PARK!

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL
SEGA MEGA HOG TAG!

Send your e-mail messages to:
stc@egmont.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!

BATHGATE NO MORE!

Dear *STC*,

Whose delivery service is *STC* using? My guess is that it's a company called 'Slow Mo' as I have recently had to wait until Wednesdays or Thursdays for *STC* to appear in my area! Today I even tried four local shops - and still had no success! Please ask Sonic to help speed up the delivery service!

Alan Stewart,
Bathgate, W Lothian, Scotland.
MD owner.
Sega Mega Hog Tag Winner.

Well, Alan, STC's on sale date did change to Wednesdays, but maybe it would be best for you to take out a subscription or alternatively ask your newsagent to put STC on "shop save", which means it's ordered and kept for you to collect.

MORE MEGADROID!

Dear Megadroid,

I think you are cool and should have your own regular comic strip - even my family agrees that it's unfair you should have to answer letters all the time!

Emma Spragg, Rochdale, Lancs.
MD owner.
Sega Mega Hog Tag Winner.

I don't mind replying to intelligent and tasteful Boomers like yourself, Emma! By the way, did you catch my comic strip in the last issue of STC?

The futuristic look!

Lynne Triplett, Edinburgh, Scotland.
GG/MCD/MD/32X owner.
Sega Mega Hog Tag Winner.

He hopes to have the whole world in his hands!

Max Riley, High Wycombe, Bucks.
Sega Mega Hog Tag Winner.

HIGH FLIER!

Dear *STC*,

When I was on holiday with my parents (very unhip), we saw a 60 foot high Sonic on the motorway (I won't say it was cool as it *was* a hot air balloon!). Apart from the Sonic Summer Special, which was brill, that was the best part of my holiday! Also, when is the Sega Bus coming to Glasgow as we have lots of Sonic freaks up this way! Sonic is my favourite but my Dad likes Robotnik 'cos he is bad enough to be a parent!

Gregor Hunter,
Glasgow, Scotland.
Sega Mega Hog Tag Winner.

Unfortunately, Gregor, the Sega Bus is keeping a low profile this summer. See if your dad can take you on the low road to London as Segaworld will be open from the August Bank Holiday.

NEXT ISSUE

NEW TAILS STORY

SONIC!
HEROES & VILLAINS!

TROOPER TROUBLE!

KNUCKLES!
VILLAGE OF THE DAMNED!

PLUS

SUMMER OLYMPIC GAMES REVIEW!
CARNIVAL CAPERS GRAPHIC ZONE !
SONIC Q & A Q ZONE!

STC 85

ON SALE **WEDNESDAY**, 21 AUGUST '96

£1.20

DATA STRIP

I'VE BEEN READING *STC* SINCE ...

ISSUE ☐ AGE ☐

NAME .....

ADDRESS .....

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 84

☐ %

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.